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Subject: Re: Bug with socket

Posted by [mirek](#) on Fri, 18 Mar 2011 18:39:49 GMT

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nlnelson wrote on Sun, 13 March 2011 06:51App hangs, endless loop, CPU near 100% on one core.

This is only when the server is unavailable.

win32-3274

This can be duplicated with: C:\upp\reference\SocketClient

Socket s;

```
if(!ClientSocket(s, "127.0.0.1", 5024)) {
```

This is when compiled with Win XP with MSC9, 10 or Mingw

It runs OK in Win.

When running the app in Ubuntu 10.10 with Wine is when it hangs.

It took me more than 8 hours to track it down, much of that time was spent looking for errors in my code.

Finally I was able to find that older versions of Upp worked OK. Copying socket.cpp and socket.h from the older versions into the latest (3274) worked also.

Checked to see where the problem started:

3226 and earlier OK

3233 and later it just hangs at, "if(!ClientSocket(s ...".

try/catch will not work either.

Neil

Is the application single threaded or multithreaded?

Mirek

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